

NECROMUNDA 1st ed. HOUSE RULES

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Week 5 | www.tocoking.be



SNEAKING

Sneaking Suits are special military wear created with electronic weaving technology using optical fibers. By clinging tightly to the wearer's body, the suit provides protection and boosts strength. Recent models also come with a variety of sensors, shield the body from toxins, and interface with nanomachines, among many other features. The suit incorporates material similar to that used by Crisis Nanosuits, providing limited protection from chemical weapons. Sneaking Suits utilize a state-of-the-art camouflage system with similar properties to how a chameleon blends itself into its environment. It uses various internal temperature and optical sensors to allow itself to accurately blend in with the environment. It also contains a specialized polyester shield that possesses low radar detection capabilities to ensure the operative doesn't get caught.

CQC SUITS

All Sneaking Suits are made of a special bulletproof fiber and provide effective heat and moisture insulation, reducing both injury and stamina loss for the wearer. Its camouflage also functions well within a variety of different environments. CQC Suits are a variant to the Sneaking Suit also known as Close Quarters Combat Enhancer Suits. Along with its protective features it was also designed to improve the wearer's performance in hand-to-hand combat. Bearing a strong resemblance to the Skull Suit, it provides enhanced camouflage and sound reducing properties.

The CQC Suit's fabric also exerts pressure on the wearer's body to help stop bleeding from any injuries. Along with its protective features it is also designed to improve the wearer's performance in hand combat.

Sneaking Suit (cost 75 credits)

- Toughness +1
- Respirator
- Skill: Sneak Up

CQC Suit (cost 160 credits)

- As Sneaking Suit +
- Weapon Skill +1
- Reroll Injury Roll once
- Enhanced Chameleon Powers

(p. 211 *hardcover rulebook*)



CHAMELEON POWERS

Necromunda Yeld Spyrers are known to have similar perks as the Enhanced Chameleon Powers from the Sneaking Suits.

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Some Sneaking Suits are specifically designed to withstand harsh winter environments and prevent hypothermia, representing the latest advances in poly-thermal technology.

- Metal Gear fandom WIKI



SKULL SUITS

The Skull Suit receives its name due to its appearance. The suit is made of a rubber-like material, but can protect against a wide range of toxic substances. The design consists of water-repelling scales that allow the wearer to swim easily, and has a pebbled texture to reduce drag (much like a golf ball).

Electrofiber technology provides the suit with a wide range of built-in sensors. Referred to as "Smart Skin" in military R&D

Data regarding damage to the body, including blood loss, can be exchanged between the suit and the user's intravenous nanomachines to create a feedback system. While it isn't bulletproof, it does provide some ballistic protection to the wearer's body. The suit can also apply varying pressure to major internal organs to maximize performance and safeguard their functions.

Skull Suit (cost 190 credits)

- As CQC Suit +
- Skill: Swim (see Week 4)

SHOWING OFF WITH THE MUSCLE SUIT

A "Muscle Suit" enhances the user's strength. This suit is equipped with similar insulating properties to the previous mentioned suits, allowing to survive harsh climates. The suit is fitted with a data storage terminal which includes the advanced capability of providing remote medicine.

Muscle Suit (cost 245 credits)

- Respirator
- Weapon Skill +1
- Strength +1
- Toughness +1
- Skill: Sneak Up
- Skill: Swim (see Week 4)
- Reroll Injury Roll once
- Enhanced Chameleon Powers

(p. 211 *hardcover rulebook*)



FANS WORLDWIDE

This week we reached the fifth issue off my "Necromunda 1st edition Houserules" publishing.

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RARE ITEMS

All Sneaking Suit are rare items in Necromunda. They are not added to the existing tables from the rulebooks.

As a houserule you can decide to add them to your gang or Lone Wolf using their credit value as a balanced solution.

You could also allow them to be bought whenever a ganger finds a rare item with a standard roll...